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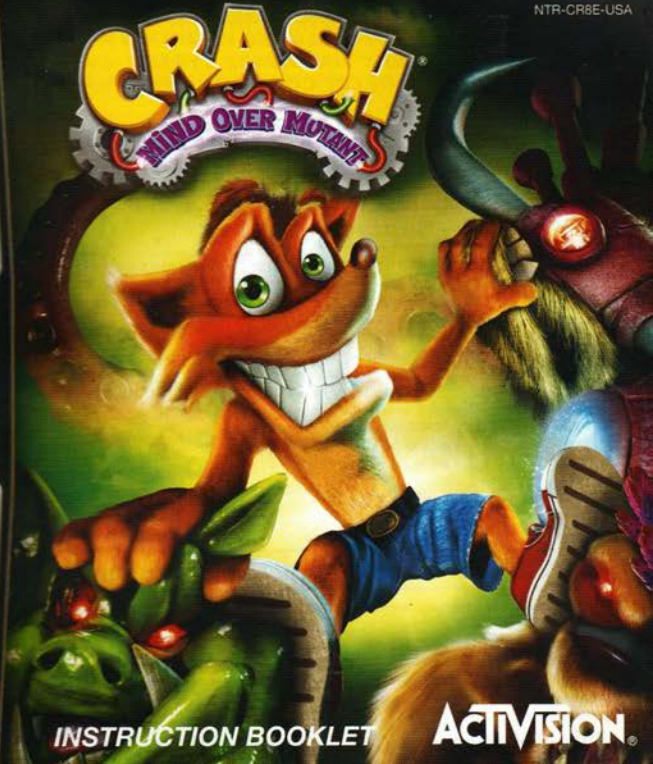
ACTIVISION

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NINTENDO DS™

NTR-CR8E-USA

CRASH
MIND OVER MUTANT



INSTRUCTION BOOKLET

ACTIVISION

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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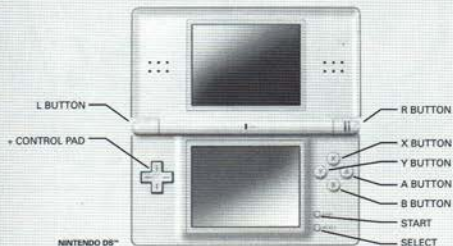


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STARTING THE GAME



1. Press the **Power Button** to turn the power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert the *Crash® Mind Over Mutant* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press the **Power Button** to turn the power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select ***Crash® Mind Over Mutant*** on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the **A Button** to advance to the Title screen.
8. When the Title screen appears, press **START** to advance to the Main Menu.

MIND OVER MUTANT



A rejuvenated and reinvigorated Dr. Neo Cortex is back! He's feeling old-school and in charge of his evil life again. His new technological gadget is taking the mutant world by storm! The bad kind of storm, not the normal lightning kind. Those that fall prey to Cortex's techno-gadget become ferocious monsters dedicated to Crash Bandicoot's destruction! But how did Cortex build his device? What evil hands have guided Cortex along his new evil path? Only Crash and Aku Aku can save the day!

CONTROLS SUMMARY

Movement—Press **left** or **right** on the **+Control Pad** to move Crash around.

Light Attack—Press the **Y Button** to perform a light attack. Perform a light combo by pressing the **Y Button** repeatedly.

Spin Attack—Press the **Y Button** while holding **Up** on the **+Control Pad** to perform a spin attack. You can also perform the spin attack when the **Y Button** is pressed while in the air. Repeatedly tap the **Y Button** to continue the spin attack, but be careful not to do it too long. Crash might get dizzy.

Heavy Attack—Press the **X Button** to perform a heavy attack. Hold down the **X Button** to charge the heavy attack. Perform a heavy combo by pressing the **X Button** again at the end of a heavy attack.

Belly-Flop—Press the **X Button** while in the air to perform a belly-flop attack.

Jump—Press the **B Button** to jump. Press it again while in mid-air to double-jump.

Jack/Dismount—Press the **A Button** when a Mutant is stunned to Jack it. Press the **A Button** while riding a Mutant to dismount it.

Crouch/Slide—Press **down on the +Control Pad** or press the **L or the R Button** to crouch. Press either the **L Button or the R button** while moving to perform a slide attack.

Pause—Press **START** to pause the game.

Touch Screen Controls—At any time, various points on the touch screen can be used to access different functions that will maintain the same functionality throughout the game.

- **Aku Aku** – Touch the **Aku Aku Mask** to get tips or clues from Aku Aku.
- **Paw Print** – Touch the **Paw Print** to bring up a screen for moves. This is especially useful for the more advanced moves associated with the Mutants in the game.



- **Pocket** – Touch the **Pocket** to store your Mutant or to bring out your stored Mutant.
- **Super Strength Mode** – Touch the **Crash** icon on the lower screen to activate.

MUTANT CONTROLS

Most of the controls that work while you're playing as Crash work when you are controlling a Mutant. However, there are some moves that can only be performed by Mutants, and below are controls for those special moves.

Dodge—Press the **L Button** while controlling a Mutant to perform a Dodge.

Block—Press the **R Button** while controlling a Mutant to perform a Block.

Special Attacks—Perform one of four different special attacks while holding down the **R Button** and pressing either the **Y, X, B or A Buttons**. (Please note that not all of the special attacks are available until you have fully evolved your Mutant. Touch the **Paw Print** on the Touch Screen to see which special attacks are available for your current Mutant.)



ADVENTURE MODE

Guide Crash through a series of stages across multiple worlds, defeat the super-powered Mutant bosses and defeat Cortex, putting an end to yet another one of his ridiculous plans!

Health Gauge

Crash is not invincible! Be sure to monitor his health during gameplay. Keep an eye out for Wumpa Fruit found throughout the game to replenish any lost health. Note that this also applies to the health of Jacked Mutants. They're tough, but they're not invincible either. In addition to the Health Gauge, Mutants have a special attack bar that slowly regenerates during gameplay. This bar appears while Crash is on a Jacked Mutant. Using a Mutant's special attacks depletes this bar.

Mojo Gauge

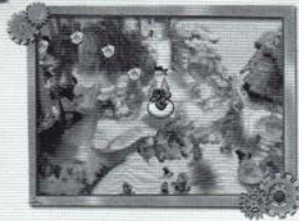
Mojo can be found throughout the game—be sure to grab as much as you can. While playing as Crash, fill your Mojo Gauge to gain the ability to access super strength that will last until the Mojo Gauge depletes. Activate this super strength by touching the Crash icon on the bottom screen once Crash's Mojo Gauge is full.

Mutants don't miss out on the Mojo love! While playing as any of the Mutants, the mojo collected is actually used to evolve the Mutant to its next stage. Once the Mojo Gauge has been filled for the Mutant, it will evolve. Please note that the final evolution for each Mutant requires a gem that you will obtain by defeating Mutant bosses.



World Selection & Stage Selection

Upon creating a profile, you will be brought into the game's map. Use the **+Control Pad** to navigate around the map at any time and use the **A Button** to select a point on the map. Any point on the map with Cortex's N is an area that has not been completed. Once an area is completed, this N will become a Paw Print to show that it has been successfully completed.

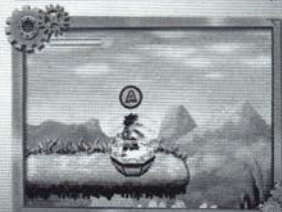
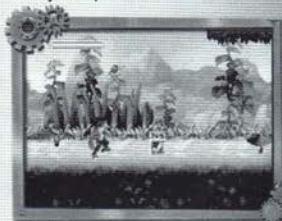


Checkpoints

Most of the stages have a checkpoint roughly halfway through in the form of a crate with a checkmark.

Bonus Platforms

Scattered throughout the game, you will find access to bonus platforms. When the bonus platform is selected, you will be brought to a timed course where you have to get to the end to collect a treasure within the time limit provided. Beware of the Nitro Crates—all it takes is one touch from them to take you out!



Bonus Stages

As you unlock stages, you may sometimes unlock an orange star on the map. This is a Bonus stage! These Bonus stages give you easy access to that World's mutant monster as well as a good dose of Mojo.

MINIGAMES

You can choose from one of three minigames that are available via the Main Menu. You play all of the minigames by tapping or sliding on the **Touch Screen**. You can also use local wireless to invite up to three other players to join you.

Rolling for Wumpa

The goal of this mode is to gain points through the collection of Wumpa Fruit. Use Rhinoroller and his massive abilities to shake the trees and pound the ground to make more Wumpa Fruit fall. While collecting the Wumpa, make sure that you keep an eye out for Cortex. It simply wouldn't be a party without him up to his old tricks.

Give them the BOOT!

The goal for this mode is to score points by kicking as many objects as possible into Cortex's ship. Sounds easy enough, right? Well, it is... just make sure that you watch out for all of the dangerous obstacles that will knock you out of the way!



Crash KABOOM!

The goal for this mode is to score points by tossing bombs at the enemies on the other side of the playing field. However, there's a catch... the enemy has all the bombs, and the ground you're standing on could potentially disappear. No worries—as long as you grab the bombs and throw them back before they explode, you'll be safe and have a really high score.



MUTANT FIGHT

Mutants go head-to-head in this mode in a series of challenges involving gems, combat and brute strength! In Mutant Fight, you will be able select a Mutant and challenge a friend to a match using one of the following rule-sets via local wireless.



Zero Gems

Engage in head-to-head battle with your opponent to take away their gems. Win the match by bringing your opponent's gem count down to zero.

Gem Scramble

Be the first to collect the specified number of gems to win the match. Keep in mind that you can still battle with your opponent to take away the gems they have collected.

Gem Collection

Collect as many gems as you can within the time limit, and don't forget that you can take gems away from your opponent using the strengths and abilities of your Mutant in battle.

Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

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Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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